

<https://brianbraatz.github.io/>

Overview Of Unity Experience

- I have used Unity 3D alone and in combination with other tools since around 2012.
- Some of the Unity work is traditional games- some is for internal use (for robot control).

Non Traditional Uses of Unity 3D

- For cross platform GUI using the Unity 3D engine along with Noesis and NGUI and a few other Unity GUIS
 - I have done this for a number of working prototypes as well as internal applications for customers
- Uber Clone
 - I built an functioning Uber style application using a material Design Library (which uses Unity's new GUI system)
 - This system used Azure, REST API running under Asp.net and SignalR
 - Screenshots included in this document
- Robotics Controller for mesh networked robots for military live fire training
 - RMCS is a Product I built for Meggitt Training Systems in Suwanee GA
 - The interface is very proprietary and I don't have any shots
 - But I would be happy to explain the overall design and architecture
 - I ended up SHARING code between Raspberry PI (MONO) – WPF and Unity 3d
 - I also had to write some embedded firmware to make all of it work right

Games and Prototype Games Overview

- Over 15 playable game prototypes and various other experiments \ proposals
- BabbleDab's company focus was to make celebrity branded games
- I did a whole series for Adam Carolla, for example- but the business partnership never fully solidified
- <http://adamcarolla.com/>
- I learned its tougher to form a partnership with Hollywood people than I thought ;)
- All the games I did on that project proposal- are hits with his employees though ;)
- I have included some samples of things I did for that and other projects in this document

Oculus Support

On most of these games I have enabled Oculus support.

Mangria!

Mangria is a drink that Adam Carolla markets.

<http://www.carolladrinks.com/product/Original-Orange-Cocktail>

Many of the games I did for the Adam project were done to include the product in the game itself.

MangriaWars



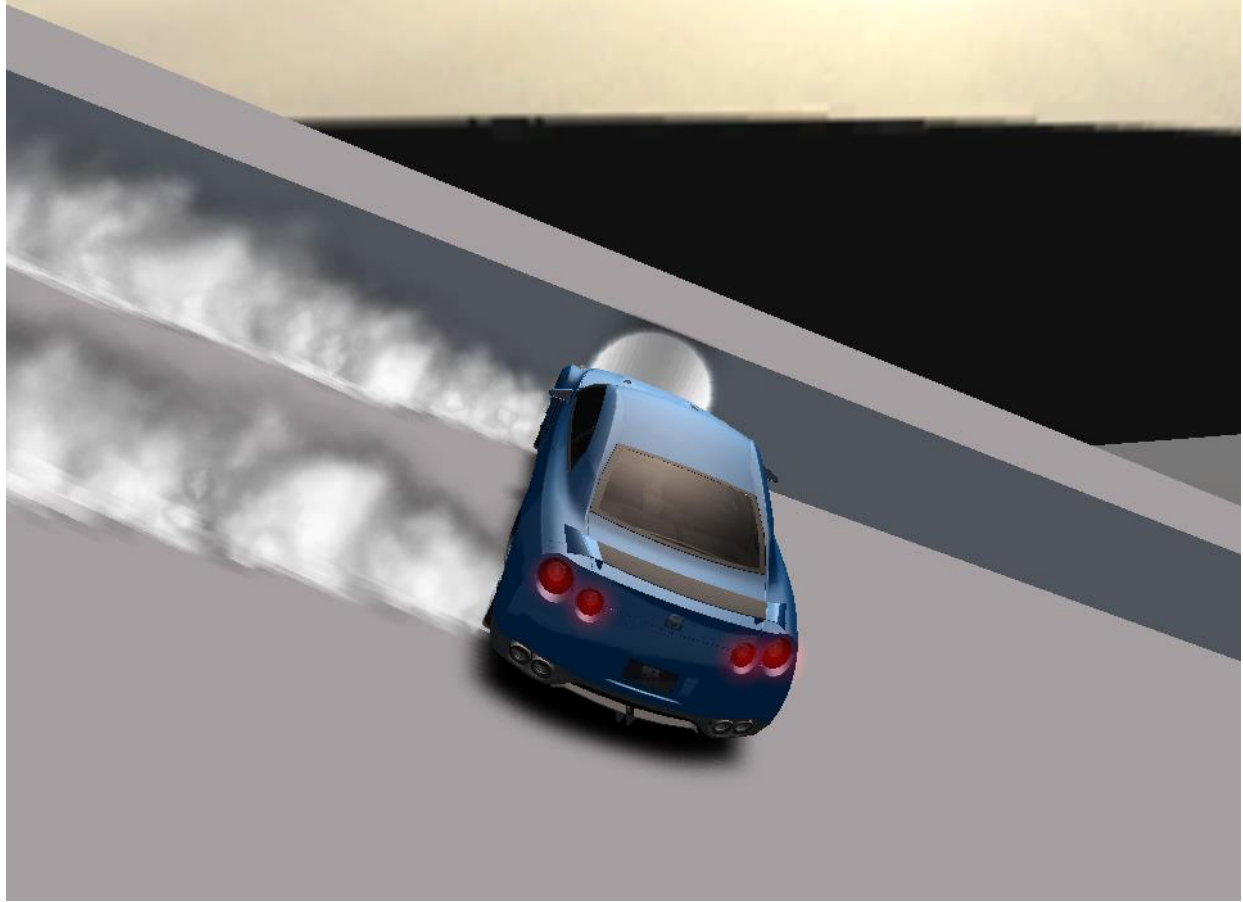
- Each team has 6 Mangria Bottles in a forcefield at their base
- You have to steal or destroy the other team's Mangria bottles to win
- The force shield protects the bottles from long range sniping or rockets- forcing you to get up close.
- When you pick up the Mangria bottle and try to run back to score a point- you CANNOT fire- and your pace is slower
- Multiplayer is implemented as well as basic shooting \ death \ capture the flag(Mangria bottle) functionality.

Car Mangria

- A word play on the name of the classic car Karmann Ghia ("car-man-gee-aaa")
- The rather silly idea is that post-nuclear war, everyone is a Zombie but YOU
- The only thing preventing YOU from turning into a Zombie is collecting bottle of Mangria
- When you hit the zombies with enough force I swap out the NPC with a ragdog
- MOST of the fun of the game is just driving around and running over Zombies



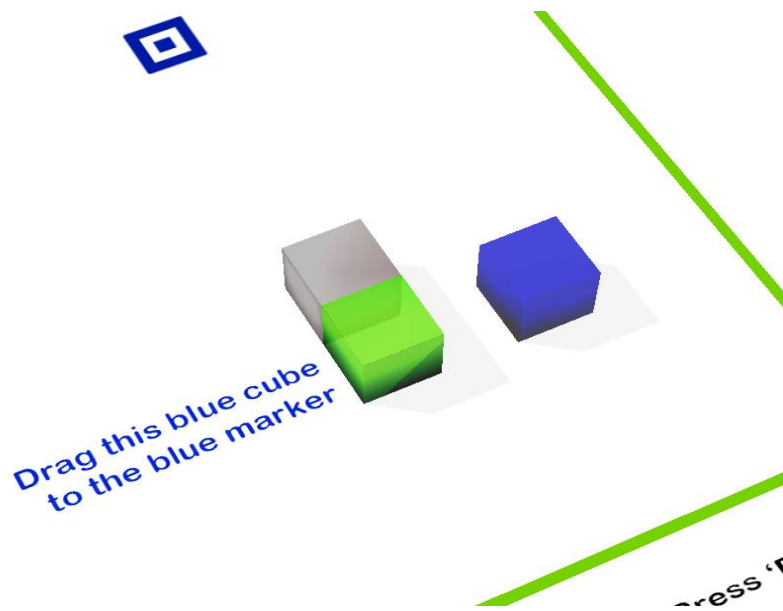
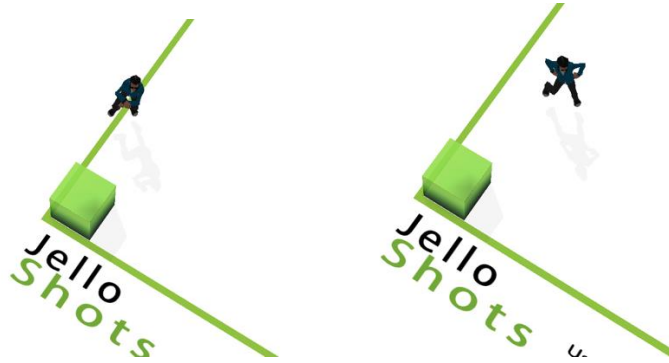






Mangria Jello Shots

- This Game is a board game with Jello shots- with various puzzles
- An animated Adam Carolla Character dances and cheers you on



Mangria Sliders

Mangria Sliders is a slider puzzle game using Mangria Product pictures



Virtual Adam

You can change his clothes

There is also a mode with a Text procession system where you can ask him questions and interact with him





Adam Quest Demo

- Similiar to a Zelda style game
- Except you go interact with a disembodied Adam Carolla head that gives you instructions and sends you on your next quest







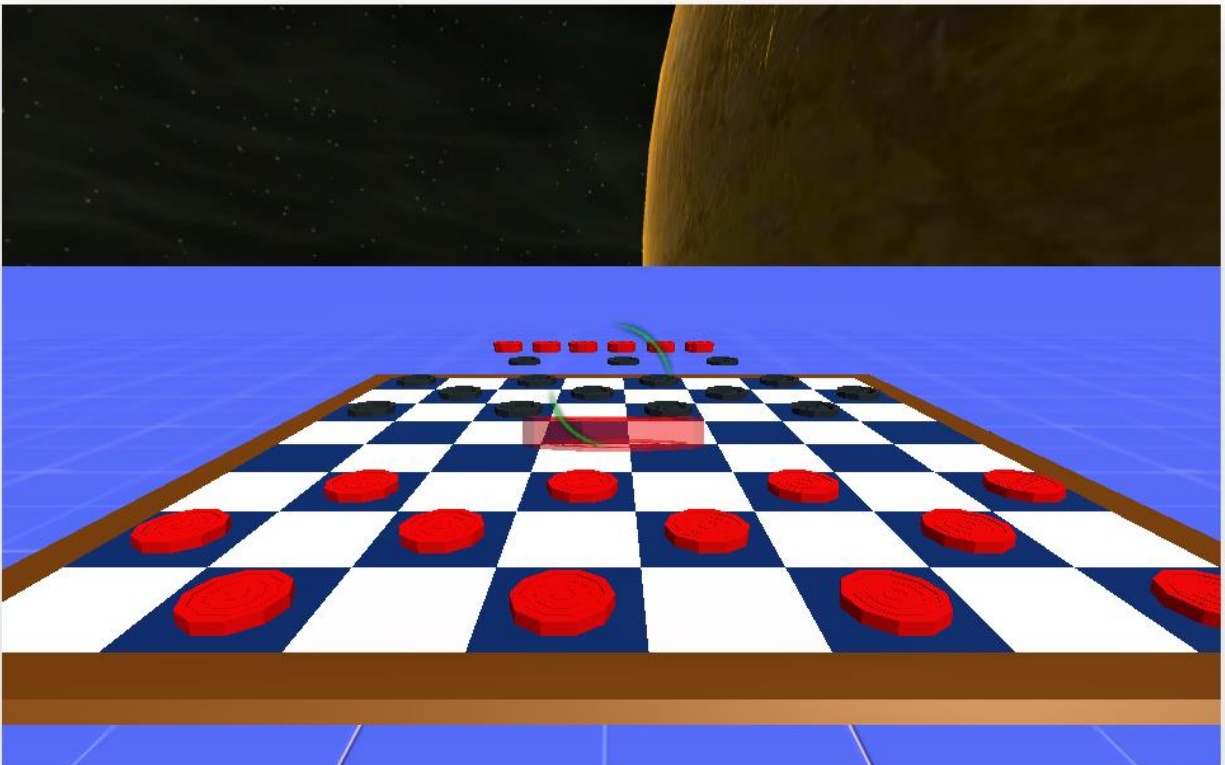
BabbleWar

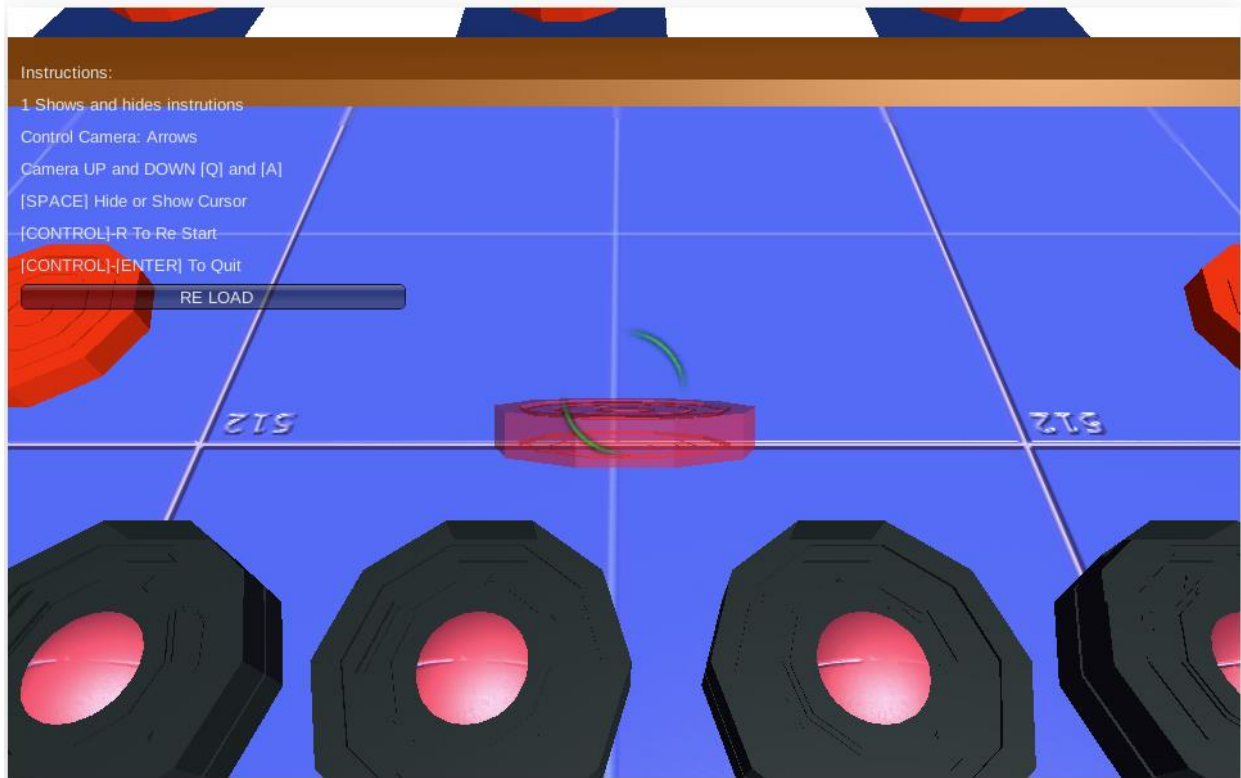
- Multi Player Space game I have been working on for FOREVER
- Basic idea is- image asteroids- its still 2d- but you are sitting in a 3d ship
- Its just you and your friend in spaceships shooting at each other
- The physics are done like your ships are sliding on ICE which makes shooting and not getting smashed by an asteroid a challenge
- Its A LOT of fun to play with the oculus on- but the speed (FAST) can make you feel a little unsettled..
- It still has kinks to work out ☺



BabbleCheckers

- This is a work in progress
- It will eventually be multi player
- Right now it's the beginning of a 3D checkers engine
- I started this so I could play checkers with my kids over skype
- I would dial them up and we could play on the browser
- The CONTROL of the pieces needs a lot of work and I have not implemented multi player yet





Uber Clone- Functioning prototype

- Uber clone allows asking for rides and tracking driver on the app
- Because I used Unity 3D with material design library – app looks the SAME on both IOS and Android
- It is a prototype- but has a functioning back end that allows for basic billing, chat, summoning rides etc



Login:



Email



Password

Login

New Account

Forgot Password





Car Chariot



Ride for Me

Ride for Friend

Past Rides

Logout



Car Chariot



Saved Card

Select ▼

New Card

Card #

Card Type ▼

Expires

Cash

Book

Cancel



Car Chariot



Send Message



Cancel Ride